



1.

2.

2.

< (a) service box >

^ (b) short line ^

^ (b) short line ^

3.



# start me up!

Getting started in racquetball is easy ...

From inside the service box (a), the server

1. hits the ball to the **front wall**, then
2. the ball can hit either **side wall** [but not both] on its way to the back court.

Once the ball crosses the short line (b), it's in play, and it has to **bounce once**

3. **in back court** before hitting a third surface (back wall or another side wall).

After that, players take turns hitting the ball on one bounce and returning it to the front wall (just like "going over the net" in tennis — except the "net" is the front wall). Add hustle, lots of laughter, and you're playing!

Want to learn more? Go online to find rules and terminology, certified teaching professionals, state associations that can give you information about local activity in your area, and much more. And check out RACQUETBALL magazine online for all the latest news about the sport!

[www.usra.org](http://www.usra.org)  
[www.racqmag.com](http://www.racqmag.com)

## BEGINNER SERVE & RETURN BASICS

Servers get two chances at a good serve, with the ball following this path ...

front wall > passes over short line > bounces in back court = ball in play

front wall > side wall > passes short line > bounces in back court = ball in play

front wall > passes short line > side wall > bounces in back court = ball in play

*front wall > bounces in front of short line = fault serve (short)*

*front wall > back wall = fault serve (long)*

*front wall > ceiling = fault serve (ceiling)*

*front wall > side wall > other side wall = fault serve (three wall)*

Receiver contacts ball before it bounces twice, then hits ...

front wall = ball in play

side wall > front wall = ball in play

ceiling > front wall = ball in play

back wall > front wall = ball in play

back wall > side wall > front wall = ball in play

*floor = loss of rally*

*any surface > floor = loss of rally*

*ceiling > floor = loss of rally*

*out of court = loss of rally*

Games are to 15, with 11-point tiebreaker (win by one), and only the server can score points.



basic equipment

headband >  
eyeguards >

glove >

< racquet

< court shoes (with  
non-marking soles)



< skirt  
(optional)



ASTM F803 is the safety standard for eye protection, specific to racquetball [See Rule 2.5(a)]. Don't get on the court without your eyeguards!

Photos this page: Vicki Hughes, Hilton U.S. Open 2000